

IN THE CLAIMS:

SUB
A 1. A multiplayer interactive video gaming device, said device comprising:

5 a plurality of independent player stations, each said player station including at least one data input device configured to output a player input signal responsive to player activation;

10 an interface assembly in operative communication with more than one of said player stations and including an interface processor device, said interface processor device configured to receive the player input signals and to output interface signals corresponding to particular said data input devices;

15 a personal computer assembly in communication with said interface assembly, said personal computer assembly including an input/output system, at least one data input port, and a game processor device configured to receive, via a said at least one data input port and said input/output system, data carried by the interface signals, to execute a video card gaming program responsively to the interface signal data, and to output video display signals responsively to the video card gaming program; and

20 a video display assembly in communication with said personal computer assembly, said video display assembly configured to receive the video display signals from said personal computer assembly and to display video images responsively to the video display signals.

25 2. The device as in claim 1, wherein said interface assembly includes a buffer device configured to receive and store the interface signals from said interface processor device.

3. The device as in claim 2, wherein said input/output system is configured to retrieve the

interface signals from said buffer device.

4. The device as in claim 1, wherein each said player station includes a currency acceptor configured to accept currency from a player at the corresponding player station for wagering purposes and to output a currency input signal corresponding to an amount of currency accepted.

SUB A2 5. The device as in claim 4, wherein said interface assembly is configured to receive said currency input signals and to output corresponding currency output signals, and wherein said game processor device is configured to receive said currency output signals via a data input port and said input/output system.

6. The device as in claim 1, wherein said data input port is a keyboard port.

7. The device as in claim 1, wherein said video display assembly includes a video monitor.

SUB A3 8. The device as in claim 7, wherein said personal computer assembly is configured to execute a video blackjack program in which all players play against a single dealer hand generated by said personal computer assembly, wherein players submit wagers and select game options according to rules that simulate a casino blackjack game, and wherein said personal computer assembly is configured to display the dealer hand and all player hands via said video display assembly on said monitor.

9. The device as in claim 1, including a cabinet housing said plurality of said independent player stations.

10. A multiplayer interactive video blackjack gaming device, said device comprising:
a cabinet;
a plurality of independent player stations housed

5 by said cabinet, each said player station including a plurality of data input switches, each said data input switch configured to output a player input signal responsive to player activation;

10 a plurality of communication lines, each said communication line connected to a corresponding said data input switch and configured to convey the player input signals thereof;

15 an interface assembly housed by said cabinet, said interface assembly being in operative communication with said plurality of communication lines and including an interface processor device, said interface processor device configured to receive the player input signals carried by said plurality of communication lines and to output digital interface
20 signals corresponding to particular said data input switches, and a buffer device in communication with said interface processor assembly, said buffer device configured to receive and store the digital interface signals;

25 a personal computer assembly housed by said cabinet and in communication with said interface assembly, said personal computer assembly including an input/output system, at least one data input port, and a game processor device configured to receive, via a
30 data input port and said input/output system, data carried by the interface signals, to execute a video card gaming program responsively to the interface signal data, and to output video display signals responsively to the video card gaming program; and

35 a video display assembly housed by said cabinet and in communication with said personal computer assembly, said video display assembly configured to receive the video display signals from said personal computer assembly and to display video images

40 responsively to the video display signals.

11. The device as in claim 10, wherein each said player station includes a currency acceptor configured to accept currency from a player at the corresponding player station for wagering purposes and to output a
5 currency input signal corresponding to an amount of currency accepted, and wherein said game processor device is configured to execute the video card gaming program responsively to data carried by said currency input signals.

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12. A multiplayer interactive video blackjack gaming device, said device comprising:

a cabinet having a player portion and a display portion;

5 a plurality of independent player stations housed by said player portion, each said player station including a plurality of data input switches, each said data input switch configured to output a player input signal responsive to player activation, and a
10 currency acceptor configured to accept currency from a player at the corresponding player station for wagering purposes and to output a currency input signal corresponding to an amount of currency accepted;

15 a plurality of communication lines, each said communication line connected to one of a said data input switch and a said currency acceptor;

an interface assembly housed by said player portion, said interface assembly being in operative
20 communication with said plurality of communication lines and including an interface processor device, said interface processor device configured to receive the player input signals and currency input signals carried by said plurality of communication lines and
25 to output digital interface signals corresponding to

particular said data input switches and said currency acceptors, and a buffer device in communication with said interface processor assembly, said buffer device configured to receive and store the digital interface signals;

a personal computer assembly housed by said display portion and in communication with said interface assembly, said personal computer assembly including an input/output system, at least one data input port, and a game processor device configured to receive, via a data input port and said input/output system, data carried by the interface signals, to execute a video blackjack gaming program responsively to the interface signal data, and to output video display signals responsively to the video blackjack gaming program; and

a video display assembly including at least one monitor housed by said display portion in communication with said personal computer assembly, said video display assembly configured to receive the video display signals from said personal computer assembly and to display video images,

wherein said personal computer assembly is configured to execute a blackjack game wherein all players play against a single dealer hand generated by said game execution assembly, wherein players submit wagers and select card options according to rules that simulate a casino blackjack game, and wherein said personal computer assembly is configured, in conjunction with said video display assembly, to display the dealer hand and player hands on a said monitor.

13. The device as in claim 9, including a ticket dispenser housed by said cabinet proximate said independent player stations and a printing mechanism

5 also housed by said cabinet and configured to print
video card game results on tickets for distribution
via said ticket dispenser.

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